

## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

### **LISTING OF CLAIMS**

Claims 1-21: Cancelled.

Please add new claims 22-30 as follows.

22. (New) A method for use with a gaming machine, the method comprising the steps of:
- determining whether a game play button of a gaming machine has been actuated by a player;
  - initiating a play of a first game in response to determining that the game play button has been actuated, wherein the play of the first game comprises activating a plurality of pay lines at a cost to the player of only one wagering unit;
  - determining whether the play of the first game results in a first game award outcome, wherein the first game award outcome comprises a first predefined combination of symbols associated with at least one of the pay lines;
  - in response to determining that the play of the first game resulted in the first game award outcome, informing the player that they are entitled to a play of a second game; and
  - initiating a play of the second game in response to determining that said game play button has been actuated after said step of informing.
23. (New) The method as claimed in claim 22, further comprising the steps of: determining whether the play of the second game results in a second game award outcome, wherein the second game award outcome comprises a second predefined combination of symbols associated with at least one of the pay lines;
- allowing the player to select at least one of the second predefined combination of symbols; and
  - awarding the player only one of a plurality of prizes based on the at least one of the second predefined combination of symbols selected by the player.

24. (New) The method as claimed in claim 23, further comprising the step of causing the gaming machine to randomly select at least one of the second predefined combination of symbols if the player does not selected at least one of the second predefined combination of symbols with a period of time.

25. (New) The method as claimed in claim 24, further comprising the step of altering the at least one of the second predefined combination of symbols selected by the player or randomly selected by the gaming machine to reveal information about the one of the plurality of prizes to be awarded to the player.

26. (New) A gaming machine comprising a game play button; and an electronic controller and a memory storage device comprising software, the electronic controller and the memory storage device being arranged such that the electronic controller can process the software, wherein processing of the software by the electronic controller causes the electronic controller to:

determine whether a game play button of the gaming machine has been actuated by a player;

initiate a play of a first game in response to determining that the game play button has been actuated, wherein the play of the first game comprises activating a plurality of pay lines at a cost to the player of only one wagering unit;

determine whether the play of the first game results in a first game award outcome, wherein the first game award outcome comprises a first predefined combination of symbols associated with at least one of the pay lines;

in response to determining that the play of the first game resulted in the first game award outcome, inform the player that they are entitled to a play of a second game; and

initiate a play of the second game in response to determining that the game play button has been actuated after said electronic controller has informed the player of entitlement to play a second game.

27. (New) The gaming machine as claimed in claim 26, wherein processing of the software by the electronic controller causes the electronic controller to:

determine whether the play of the second game results in a second game award outcome, wherein the second game award outcome comprises a second predefined combination of symbols associated with at least one of the pay lines;

allow the player to select at least one of the second predefined combination of symbols;  
and

award the player only one of a plurality of prizes based on the at least one of the second predefined combination of symbols selected by the player.

28. (New) The gaming machine as claimed in claim 27, wherein processing of the software by the electronic controller causes the electronic controller to:

randomly select at least one of the second predefined combination of symbols if the player does not select at least one of the second predefined combination of symbols with a period of time.

29. (New) The gaming machine as claimed in claim 28, wherein processing of the software by the electronic controller causes the electronic controller to:

alter the at least one of the second predefined combination of symbols selected by the player or randomly selected by the gaming machine to reveal information about the one of the plurality of prizes to be awarded to the player.

30. (New) The gaming machine as claimed in claim 26 wherein said game play button includes visual indicia informing the player that said game play button is for (1) actuation to initiate play of a base game and (2) actuation to initiate play of a feature game.